L Number	Hits	Search Text	DB	Time stamp
1	131	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal	USPAT	2003/06/11 14:01
2	15	(((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")	USPAT	2003/06/11 14:00
3	12	((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture	USPAT	2003/06/11 13:04
4	11	((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and cache	USPAT	2003/06/11 13:04
5	11	(((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache	USPAT	2003/06/11 13:04
6	11	((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select$3 or choose or "start up")	USPAT	2003/06/11 13:06

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7	9	(((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select$3 or choose or "start up")) and (memory same (option or choice or select$3 or choose or "start up"))	USPAT	2003/06/11 13:07
8	5	((((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select$3 or choose or "start up")) and (memory same (option or choice or select$3 or choose or "start up"))) and adapter	USPAT	2003/06/11 13:07
9	5	(((((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select$3 or choose or "start up")) and (memory same (option or choice or select$3 or choose or "start up"))) and adapter) and (graphics same adapter)	USPAT	2003/06/11 13:07
10	5	(((((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select$3 or choose or "start up")) and (memory same (option or choice or select$3 or choose or "start up"))) and adapter) and (graphics adj4 adapter)	USPAT	2003/06/11 13:07

11	5	((((((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select$3 or choose or "start up")) and (memory same (option or choice or select$3 or choose or "start up"))) and adapter) and (graphics adj adapter)	USPAT	2003/06/11 13:07
14	0	((((((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select$3 or choose or "start up")) and (memory same (option or choice or select$3 or choose or "start up"))) and adapter) and (graphics adj adapter)) and "single buffer stereo"	USPAT	2003/06/11 13:08
15	0	((((((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select$3 or choose or "start up")) and (memory same (option or choice or select$3 or choose or "start up"))) and adapter) and (graphics adj adapter)) and "double buffer stereo"	USPAT	2003/06/11 13:08
13	4	((((((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select$3 or choose or "start up")) and (memory same (option or choice or select$3 or choose or "start up"))) and adapter) and (graphics adj adapter)) and "buffer stereo"	USPAT	2003/06/11 13:08

12	5	(((((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select$3 or choose or "start up")) and (memory same (option or choice or select$3 or choose or "start up"))) and adapter) and (graphics adj adapter)) and stereo	USPAT	2003/06/11 13:09
16	21	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))	USPAT	2003/06/11 14:00
17	15	(((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")	USPAT	2003/06/11 14:01
18	0	((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and (stereo same adapter)	USPAT	2003/06/11 14:02
19	5	((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and (stereo and adapter)	USPAT	2003/06/11 14:02
20	9	((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and (stereo same buffer)	USPAT	2003/06/11 14:02

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21	4	(((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and (stereo and adapter)) and (stereo same buffer)	USPAT	2003/06/11 14:03
22	5	(((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and (stereo and adapter)) and "double buffer"	USPAT	2003/06/11 14:03
23	4	((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and (stereo and adapter)) and (stereo same buffer)) and "double buffer"	USPAT	2003/06/11 14:03
24	0	((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and (stereo and adapter)) and (stereo same buffer)) and "double stereo buffer"	USPAT	2003/06/11 14:03
25	0	(((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and (stereo and adapter)) and (stereo same buffer)) and "double buffer") and (double same stereo)	USPAT	2003/06/11 14:03

26	4	((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and (stereo and adapter)) and (stereo same buffer)) and "double buffer") and (single same stereo)	USPAT	2003/06/11 14:04
27	6	((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and (single same stereo)	USPAT	2003/06/11 14:05
28	0	((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and ((single adj stereo) same buffer)	USPAT	2003/06/11 14:04
29	0	(((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and ((single adj stereo) same buffer)	USPAT	2003/06/11 14:05
30	0	(((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and (stereo or bi-focal or "dual image" or (dual same image))) and ((single adj stereo) same buffer)	USPAT	2003/06/11 14:05
31	0	computer and (graphics or rendering) and ((double adj4 stereo) same buffer) and display and adapter and @ad<20010719	USPAT	2003/06/11 14:07
32	0	computer and (graphics or rendering) and ((double adj4 stereo) same buffer) and display and adapter	USPAT	2003/06/11 14:07
33	3	computer and (graphics or rendering) and ((double adj4 stereo) same buffer)	USPAT	2003/06/11 14:07